



Photo: Tivern Turnbull

TRUSTEE RECRUITMENT PACK

“Since the mid 1990s, the group [has] followed the trajectory of the development of media, with their acute and in-depth psychological analyses. I would call them the most contemporary media-poet of this age.”

Soh Yeong Roh, head of the Selection Committee for the 2016 Nam June Paik Art Center Award

BLAST THEORY

HELLO



Led by Matt Adams, Ju Row Farr and Nick Tandavanitj, Blast Theory is an artists' group internationally renowned for making interactive art. We work across performance, installation, apps, games and film. Winners of the Nam June Paik Art Center Prize, we've been nominated for four BAFTAs and have shown work at Tate Britain, the Venice Biennale, the Museum of Contemporary Art in Sydney and the Sundance Film Festival. In 2018, Blast Theory were the first Artists in Residence at the World Health Organization in Geneva.

With a strong reputation and financial position, we are focused on extending our reach. Our commitment to inclusion and underrepresented voices will feature strongly in our future work. Our artistic plans include the creation of a new work as part of our role as Cultural Ambassadors for the Trustworthy Autonomous Systems Hub, and a collaboration with Manchester Street Poem commissioned by Manchester International Festival.

As part of these future plans, we have an opportunity for two new Trustees to join our Board.

About the Blast Theory Board

Blast Theory's Board of Trustees is drawn from leaders in the arts and commercial sectors, with expertise across curation, audience research, communications and documentaries as well as theatre, film and digital production.

The current Chair of the Board is Professor Anthony Lilley OBE. Anthony is a media and arts practitioner and theorist with a background in creative, policy and academic spheres. He is Director of international theatre producers Scenario Two and was the Chief Creative Officer and CEO of BAFTA winning digital creative agency Magic Lantern Productions.

The opportunity

As a Trustee you will bring a passion for art, culture and technology, as well as a range of skills and experience.

You will attend four Board meetings and up to two advocacy/strategy meetings each year. You will advocate for Blast Theory and have an active engagement with the team and our work. This includes supporting recruitment for new staff; feeding into strategic development; acting as 'critical friends'; and attending networking events.

You will work alongside industry-leading individuals in a supportive and creative governance environment. You will have plenty of opportunities to experience Blast Theory's work, sometimes at R&D/testing stage.

You will play an important role in supporting the next phase of development for Blast Theory. You will support the Chair and Directors in the strategic positioning of the organisation, and help the company to achieve structured growth and build new partnerships regionally, nationally and internationally.

WHAT WE ARE LOOKING FOR



Photo: Takayuki Yamaguchi

We are seeking to appoint Trustees to add new skills to our Board in the areas of Finance and Games.

We have a strong commitment to Diversity & Inclusion and encourage applications from people of colour, people with disabilities (including 'invisible' disabilities or neurodiversity such as autism and dyslexia) and people from lower socioeconomic backgrounds in particular, as these groups remain underrepresented in governance roles. We will reimburse your travel and cover childcare costs to attend meetings.

You may be earlier in your career and not sure whether a Trustee role is right for you. We encourage you to apply: we are seeking people who can contribute fresh ideas and perspectives, not necessarily people with a long track record or a lot of previous Board experience. If you're unsure about whether this opportunity is for you and you'd like to talk to us about what the role involves, please contact us.

1. Financial expertise

Blast Theory is in a strong financial position. Our business model is predicated on having a healthy level of reserves to enable the artists to take artistic risks. We are seeking a Trustee with financial expertise to help Blast Theory maintain clear and accurate financial processes and ensure that the team are accurately monitoring our financial position.

We are seeking candidates with skills, knowledge or experience in some or all of the following:

- Managing complex budgets
- Ability to scrutinise accounts and offer guidance
- Banking opportunities and international tax implications
- The arts funding landscape
- Film finances

2. Games expertise

Blast Theory's work has been recognised in the gaming world, for instance with *Can You See Me Now?* [2003] which was one of the world's first locative games and hailed by Vice as a forerunner of Pokemon Go! In 2019 the artists won the IndieCade TrailBlazer Award in recognition of their contributions to the field. We are seeking a Trustee with a background in Games to further build the artists' profile in the sector, extend our networks and contribute skills and expertise to the development of new work where appropriate.

We are seeking candidates with skills, knowledge or experience in some or all of the following:

- Indie games
- Commercial games
- Games management, marketing and/or distribution
- Games development and design
- Games consultancy

TRUSTEE RESPONSIBILITIES

Blast Theory's Board of Trustees is the principal decision-making body of Blast Theory. Its members are both Trustees of the limited company and Trustees of the registered charity.

As a Trustee, your main responsibilities are to:

- Regularly review Blast Theory's vision, values and long-term strategy, working alongside the Artists and Business Director
- Approve major policies for fulfilment and/or implementation
- Support Blast Theory staff in carrying out these policies
- Agree budgets and monitor financial activity
- Exercise overall control of Blast Theory's financial affairs
- Support Blast Theory's fundraising aims
- Sit on recruitment panels as required
- Ensure the company is operating within the law and with good practice
- Have a commitment to the development and implementation of good practice
- Have a commitment to Diversity & Inclusion
- Ensure that Blast Theory complies with regulatory and statutory requirements
- Act both as Trustees of the registered charity and Board of Trustees of the company limited by guarantee
- Be prepared, where appropriate, to play your part in serving on sub-committees, working parties or steering groups undertaking work on behalf of the Board
- Be an advocate for Blast Theory

Terms and Conditions of services

Salary: This is a voluntary position.
We will reimburse your travel and cover childcare costs.

Hours: Four Board meetings per year, plus an average of two additional meetings every year (for instance strategy, fundraising, networking).
Board meetings take place quarterly on Tuesday evenings, 6pm-8pm. Over the past year or so, meetings have taken place remotely via Zoom.

How to apply

Please send a letter of application telling us how you meet the relevant person specification, along with a CV, to Dan Lamont, Company Manager (dan@blasttheory.co.uk).

Please also complete an anonymous monitoring form via this link: www.surveymonkey.co.uk/r/KZZD5HZ

If you would like to make an application in an alternative format (for example video, audio or phone), please contact dan@blasttheory.co.uk.

Key dates

Applications due:	23rd August 2021 (10am)
Interviews:	9th September 2021
First Board meeting:	7th December 2021

Enquiries

Please email Dan Lamont, Company Manager with any questions (dan@blasttheory.co.uk). If you would like an informal confidential discussion about this role prior to applying, please contact Dan in the first instance and he will arrange for you to speak with one of the Directors.

ABOUT BLAST THEORY



Photo: Andrew Testa for the New York Times

Blast Theory is a pioneering artist group creating interactive art to explore social and political questions, placing audience members at the centre of our work.

Since 1991, we have been using interactive media to create groundbreaking new forms of performance and interactive art that mixes audiences across the internet, live performance and digital broadcasting.

Led by artists Matt Adams, Ju Row Farr and Nick Tandavanitj, we create interactive art that puts you at the centre of the work. Drawing on popular culture, technology and games, the work often blurs the boundaries between the real and the fictional. In virtual and physical spaces from pubs, canals and abandoned warehouses to libraries, museums and apps – we go to unexpected places to make our work accessible to everyone.

Our history

Blast Theory has been nominated for a BAFTA award four times and has won the Golden Nica for Interactive Art at Prix Ars Electronica, an International Mobile Games Award and three Lovie Awards among others.

Internationally, Blast Theory's work has been shown at the Tribeca Film Festival, Sundance Film Festival, Walker Arts Center in Minneapolis, the Venice Biennale, ICC in Tokyo, the Museum of Contemporary Art Chicago, Sydney Biennale, National Museum in Taiwan, Hebbel Theatre in Berlin, Basel Art Fair, Dutch Electronic Arts Festival, Sonar Festival in Barcelona and the Palestine International Video Festival.

The company has been regularly funded by Arts Council England since 1994 and is a National Portfolio Organisation. Blast Theory has collaborated on research with the University of Nottingham, Sony, Nokia, the BBC and British Telecom. The artists are co-authors on over 40 academic papers.



Photo: Nam June Paik Art Center

Company information

Blast Theory is a company limited by guarantee (3162239) and a registered charity (1053343)

We are a close-knit team of nine including the three artists, with six full-time and three part-time staff.

www.blasttheory.co.uk

@blasttheory

Blast Theory team

Artists

Matt Adams (Director)
Ju Row Farr
Nick Tandavanitj

Business Director Company Manager

Project Manager
Software Lead
Communications Manager
Artists' Assistant

Anne Rupert
Dan Lamont
Sarah Julia Clark
Michael Kane
Jonny Goode
Kizzie Furini

Associate Artists

Hannah Brady
Paul Dungworth
Becky Edmunds
Dicky Eton
Sheila Ghelani
John Hunter
Niki Woods

TRUSTEES

**Professor Anthony Lilley OBE,
Director, Scenario Two Ltd**

Anthony is a theatre and media practitioner and theorist with a background in creative, policy and academic spheres. He is a Director, with John Berry CBE, of Scenario Two Ltd, a global commercial theatrical production business, a founder of Magic Lantern Productions Ltd, a digital media creative house and consultancy, and Non-Executive Chairman of TV Studios developer and operator, The Creative District Improvement Company who run Twickenham Studios. His work at Magic Lantern has been recognised internationally including with BAFTA, Peabody and Royal Television Society awards.

Anthony is a Council Member of the Arts and Humanities Research Council where he was instrumental in the establishment of the £100M government Creative Industries Clusters Programme. He has a personal Chair as Professor of Creative Industries at Ulster University and has previously held a Visiting Professorship at the UK Centre of Excellence for Media at Bournemouth University and been Visiting Professor of Broadcast Media at the University of Oxford where he was also a Fellow of Green College. He is currently a trustee of NESTA where he has specific responsibility for the investment business. He also sits on the Council of the University of Birmingham.

He has a life-long passion for the arts and began his professional career in theatre to which he has now returned. He is a Fellow of the Royal Society of Arts and has also been a Trustee of the English National Opera and Chair of Trustees at Lighthouse.

In 2008, he was awarded the Order of the British Empire (OBE) in the Queen's Birthday Honours list for services to media and the creative industries.

**Iris Maor,
Director, Doc Series & Natural History
Production (UK), Netflix**

Iris is a senior media executive specialising in factual content for TV, cinema and digital platforms. She has been working in the independent production sector for the past twenty years focusing on set up, operational oversight and, growth and strategy for creative businesses.

Iris started her career at October Films before establishing Ronachan Films with award winning director Angus Macqueen. Since then she has held Director of Production positions at several companies including Yipp Films, Minnow Films, The Bureau of Investigative Journalism, Sundog Pictures, Caravan Media, and Five Fifty Five.

Films she has worked on have won numerous awards and have been shown all over the world, in festivals, cinemas and on various TV channels. Feature documentaries she has produced were premiered at Sundance, Tribeca and Doc/Fest film festivals.

Iris has been a consultant for Channel 4 as well as a guest lecturer in production at Goldsmiths College, Middlesex University and Metropolitan University.

**Laura McDermott,
Creative Director of Attenborough Centre
for the Creative Arts**

The space (formerly Gardner Arts Centre) is an interdisciplinary arts hub connecting University of Sussex to Brighton & Hove and the wider national and international arts and research community.

Previously (2009 – 2015) Laura was Joint Artistic Director (with Harun Morrison) of Fierce Festival – an international festival of live art, queer politics and activism in Birmingham. The Fierce Festival programme takes place in formal arts venues (IKON Gallery, Birmingham Town Hall & Symphony Hall, mac, DanceXchange and Birmingham REP) and found sites (car parks, warehouses, Edwardian swimming pools and underneath Spaghetti Junction). The festival brings international artists into dialogue with the context of the city – its history, places and people.

In 2012-13 Laura was awarded a CLORE Fellowship in Arts Participation and Engagement, supported by the Paul Hamlyn Foundation. As part of the Fellowship she completed a secondment at Collide@CERN, an artist residency programme at CERN – the particle physics laboratory, located just outside Geneva in Switzerland. The artist in residence at that time was sound sculptor Bill Fontana.

Laura was a creative producer at BAC (Battersea Arts Centre) in London, from 2005 – 2009, where she programmed seasons, festivals and was lead producer for the Punchdrunk and BAC co-production The Masque of the Red Death.

**Sarah Lau,
Communications Manager, Mishcon de
Reya**

Sarah is a communications professional with over 15 years' experience leading strategy and program delivery in stakeholder engagement, marketing and branding. She has worked with cultural, not-for-profit, academic and government organisations in Australia and the United Kingdom and is currently working in communications and engagement at the Greater London Authority.

As a specialist in science communication, Sarah has worked extensively with scientists and technical experts to connect their work with audiences in a meaningful and engaging way. Her experience includes creating community outreach and engagement programmes, developing profile management and business development strategies and producing international science showcase events. Sarah has also delivered communications coaching and emceeing services and has been a science news presenter with RTRFM 92.1 and ABC radio.

Sarah was the National Secretary of Australian Science Communicators from 2009 – 2017 and was recognised as a Life Member of the association in 2017. She was also a Councillor on the board of the Institute of Public Administration Australia (Western Australia) from 2017 – 2018.

**Simon Williams,
Head of Audience and Content Planning,
Royal Opera House**

Simon Williams has over 20 years' experience in advertising, media and broadcasting and digital product development. He has joined the Royal Opera House to develop new audiences and to diversify the range of output after leading a team of creative strategists at the BBC for 10 years. Over the course of his career he's worked with global organisations and local start-ups, and has developed creative strategies across all sorts of media, from radio, print and television to mobile applications and multiplayer videogames.